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How are goals for student work created in your class, how much choice do students have in their work, and how immediately can students tap into feedback that reflects their progress?

I use rubrics to create goals for students and I give my students choices in their homework by differentiating assignments. Following the day that homework was assigned I show the homework answers to give students feedback. Students get immediate feedback when I check for understanding by using the individual whiteboards as well as checking their answer with a partner.   
  
Pick one of these four elements—desirable goals, choices, immediate feedback, and the ability to see improvement—and brainstorm ways in which you and your students could use digital technologies available within your school to infuse that element more fully into academic work.

Study Island is an excellent math program that engages students with games and is a great way for students to get immediate feedback. The program also tracks how well the student is performing so that the students can see his/her level of improvement.  
  
In what ways could your students experience desirable goals, choices, immediate feedback, and evidence of improvement that do not involve digital technologies?